



Team Relay Challenge

1. Mission Statement

The goal of this event is to allow skaters of all ages to compete in a variety of relays. The intent is to:

1. Provide an opportunity for all skaters to develop relay skills in a competitive environment, because currently relays are only skated at the provincial and national levels.
2. To give skaters a chance to prepare and compete as a team.

As this is the inaugural event the finer details are subject to change at the meet Coordinator, Chief Referee, and Chief Recorder discretion.

2. Relay Team Make-up

All relay team shall consist of four members.

Teams will compete in the group of the oldest skater on that team. Teams are encouraged to keep all members within the same age group.

The age groups shall be:

- Group 3 skaters (6-10 year old)
- Group 2 skaters (11-13 year old)
- Group 1 (14-21 year old)
- Masters (21+ year old)

Skaters from different clubs can combine to create a team. However, each team must declare a single club affiliation for the purposes of the overall club award.

Once a team has been entered there are no substitutions for any reason. If a team is short a skater prior to (i.e. scratch), or during the event (i.e. injury), they shall skate as a team of three.

Teams may optionally name a fifth member as an alternate who would skate in case of a team member absence. Alternates must be declared at the time of registration.

Teams may be of single or mixed gender.

Provincially ranked skaters may participate, but any one relay team may only contain one skater who is provincially ranked.



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3. SKATER ELIGIBILITY

Any competitive OSSA member (Regional and Provincial Series skaters) from any region is eligible to register.

Racers must have a valid Ontario Speed Skating Association (OSSA) helmet cover to participate (see Technical Bulletin for the OSSA Helmet Cover Policy).

4. REGISTRATION INFORMATION:

There are no limits on the number of teams that may register for this event.

Clubs can register as many relay teams as they wish.

Each team registration must include individual team member's 400m or 500m times (see section 7 for distances per skater group), individual skater names and helmet covers.

Relay team helmet covers will be provided by the clerk of the course and must be returned after each race.

5. RACING DISTANCES

Racing distances will be established by the Meet Coordinator, Chief Referee, and Chief Recorder based on number of entries.

The goal is to provide at least one heat and one final in 2 relay distances, as well as team pursuit and/or a team sprint. Each race should last approx. 240 seconds.

If time permits we would also like to attempt a relay where skaters from various teams are mixed. This race would not count toward the team or club point award.

Additional relays and formats will be added at the organizers discretion if time permits.

6. Racing Format

Relays shall be run using an all points ability format.

All Points: Format in which all teams advance to finals and therefore accumulate points.

Ability: Competition in which seeding is primarily on ability. Seed times prevail for seeding purposes, over sex and age within the three distinctive groups outlined above.

Seed time for each team will be determined by adding the 4 relay team members' times (if a 5th member/alternate is declared, the top 4 times will be used for the team's seed time).

At all Ability competitions, category names will be standardized by using the alphabetic call designations as follows: Alpha, Bravo, Charlie, Delta, Echo, Foxtrot, Golf, Hotel, India, Juliet, Kilo, Lima, Mike, November, Oscar, Papa, Quebec, Romeo, Sierra, Tango, Uniform, Victor, Whiskey, X-ray,



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Yankee, Zulu. The top ability grouping must be designated as Alpha and then proceed down.

The groups may be skated in the opposite order starting with the lowest group and finishing with the top group, the Alphas, at the discretion of the Meet Coordinator and the Chief Referee.

The Chief Referee and Chief Recorder shall establish, to the extent possible, racing divisions of 8 relay teams. In any case, the maximum size of a division shall be 16 teams.

7. Seeding for Races

Group 3 - Skaters aged 6-10: combined 400m on 100m track of all team members

Group 2 - Skaters aged 11-13: combined 400m on 100m track of all team members.

Group 1 - Skaters aged 14+: combined 500m on 111.12m track of all team members

Masters: combined 500m on 111.12m track of all team members

Every effort shall be made to mix the relay teams so that clubs with multiple relay teams in a group do not race each other in the heats.

Relay teams with a mix of Group 1,2 and/or 3 skaters shall race in the group of the oldest member of that relay team.

8. AWARDS

Awards will be provided to the top 3 relay teams in each division based on points earned during the finals.

Points are awarded to each relay team following Appendix B of the OSSA technical Bulletin

9. Overall Club Award

There will be two awards for the top clubs.

High Point Club – Overall Winner

- The club with the highest points – which is the sum of all points from all teams in the competition - will be awarded a high point team banner (or some other suitable award as determined by the organizer)

Best Performing Club Award

- The highest scoring team based on the following formula:
 - Only medals count for scoring [Gold – 5 points; Silver – 2 points; and Bronze – 1 point] divided by the total number of teams entered into the meet per club.



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10. Rules

Normal ISU, SSC and OSSA Short Track rules apply including in non-traditional relays with the exceptions noted in the Primers.

11. Primer on Relays

Relay races normally involve four teams of four skaters per race. Each skater must take at least one turn out on the track. Normally, the skaters will exchange turns in rotation, with those not on the track either resting, covering the skater on the track, or preparing to receive a relay, all on the inside of the track. Instead of passing a baton, the skater on the track needs to only tag the incoming skater to complete an exchange. However, in order to maintain momentum, it is more common for the incoming skater to crouch and receive a push from behind. In the event of a fall, a covering skater may tag the fallen skater and continue the race. A gun will sound indicating three laps remaining, which means that each team may only complete one more exchange. The last skater must complete the final two laps, unless the skater falls.

12. Primer on Adapted Team Pursuit (adapted from Long Track)

<https://youtu.be/e0e18LOWako>

Four skaters will start this relay, but it is only necessary that 3 finish. The third skater across the finish is the skater who counts. Therefore you must finish with three skaters. The fourth skater may drop out and go into the center of the rink at any time. If there is a fall or if the fourth skater wishes to re-join his/her team, they can join at the rear of their teams pack. Up to 4 teams compete at a time.

13. Primer on Traditional Short Track Team Pursuit

<https://youtu.be/8MrM6Dtjkfo>

Only 2 teams compete at a time. Teams start at opposite sides of the track. If a team is overtaken by the opposing team the race is finished and the overtaking team wins. Only 1 skater needs to complete the full distance. Other team members may drop out after completing one lap. Otherwise this follows the traditional relay rules

14. Primer on the Team Sprint (adapted Long Track Relay)

This is a no-touch relay.

The first group of skaters starts at the 100m start/finish line – called Primary Start Line (regardless of whether they are skating on a 111m or 100m track). Each group completes a single lap. As the racing group of skaters cross the 100m finish line, the next skater on that



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team starts his/her lap. For longer distances skaters simply line up in their respective groups and do a second sprint at their turn.

Skater 2,3 & 4 start from a special Team Sprint start line called the Secondary Start. This line is drawn 1 m from the seventh block. It is parallel with the 100m start line. It will extend from the center ice out 2m toward the boards. As the racing skater crosses the finish line, the next skater in the group starts his/her 1 lap sprint. If the line judge, starter or referee determine that the Waiting skater started before the racing skater crosses the finish line that team will be given a 2 second penalty.

The block on the second corner are stretched into a larger arc to accommodate the team sprint start line. After the skater completes his/her lap s/he will head to the center of the ice.

